

Figure 1

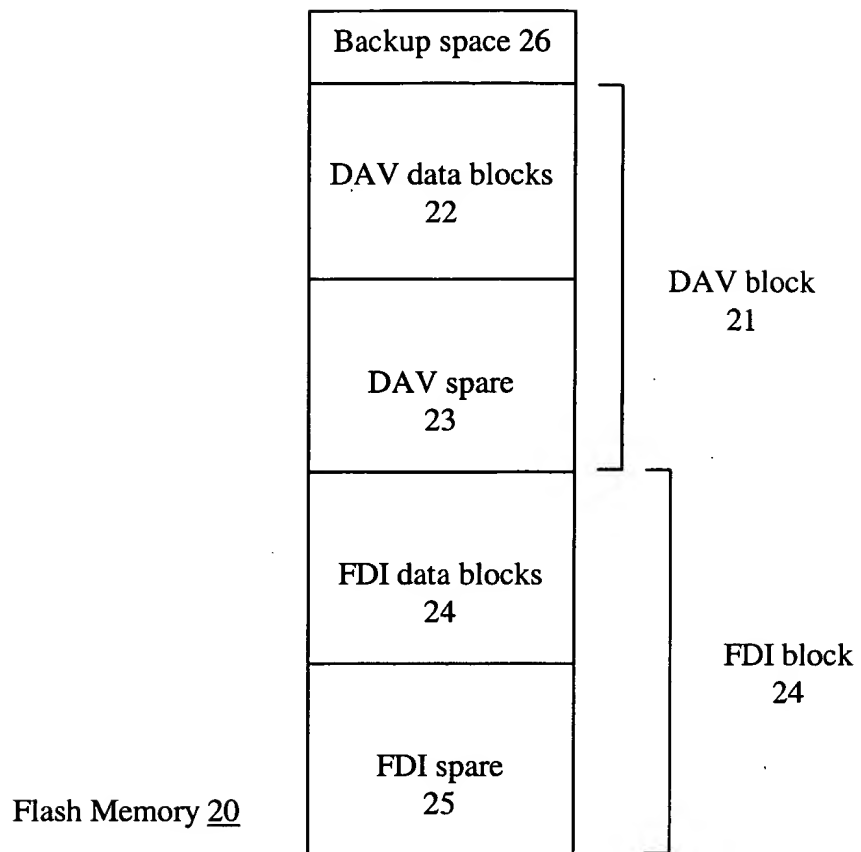
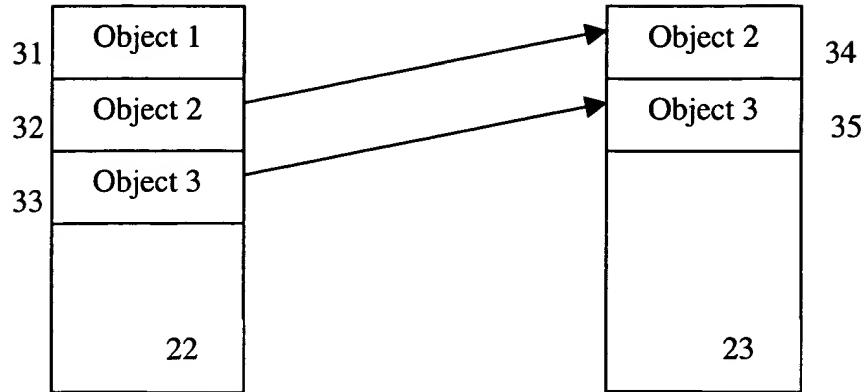
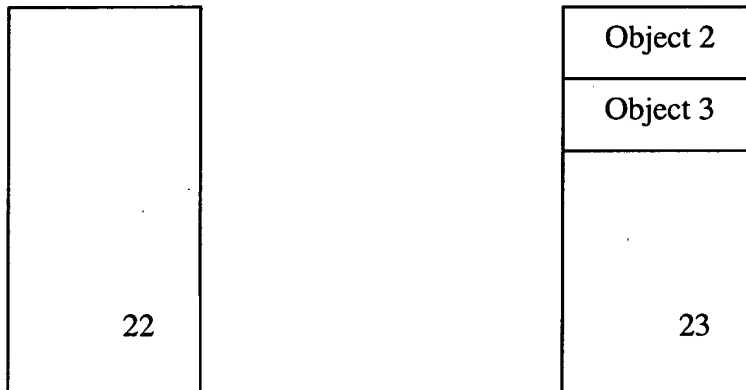
[illegible]

Figure 2

Step 1: Allocate memory block 23 and route object 2 and object 3 from memory block 22 to memory block 23



Step 2: De-allocate memory block 22



Step 3. Move object 2 and object 3 back to memory block 22

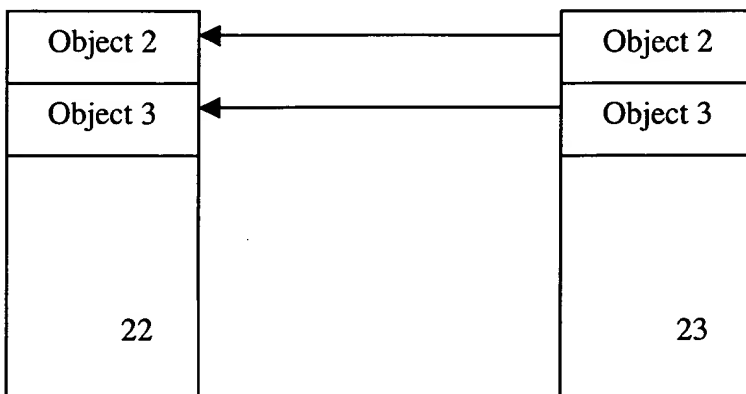


Figure 3

State	Bits	Description
No Status	1111b	May have started copy to reclaim block
OTT entry valid	1110b	OTT entry is completely written.
Object update Complete	1100b	Finished updating the pointers within the object by reclaiming in place.

Figure 5

1100b - 1110b - 1111b